

1 **THE EMBODIMENTS OF THE INVENTION IN WHICH AN EXCLUSIVE PROPERTY**
2 **OR PRIVILEGE IS CLAIMED ARE DEFINED AS FOLLOWS:**

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4 1. A method of determining skill level in a card game in a tournament setting over a
5 computer network, said method comprising:
6 a) assigning players to a plurality of tables, each table consisting of a predetermined
7 number of labelled positions;
8 b) providing cards to each player over the network such that players seated at
9 positions with the same label at each table have the same cards; and
10 c) comparing performance of players at the same position at different tables after
11 playing a game and ranking such players as a measure of their skill level.

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13 2. A method according to claim 1 wherein the card game is poker.

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15 3. A method according to claim 2, wherein the performance of players is determined by the
16 amount of money they have at the end of the card game.

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18 4. A method according to claim 1, wherein players are ranked based on previous play prior
19 to being assigned to tables to obtain an even distribution of skilled players.

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21 5. A method according to claim 1, wherein the like-ranked players from each tournament
22 group are reassigned to a common tournament group for another round of play.

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24 6. A method according to claim 1, wherein the card game includes a draw.

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26 7. A method according to claim 6, wherein the draw uses a fixed number of cards.

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28 8. A method according to claim 6, wherein cards used for the draw are preselected.

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- 1 9. A method according to claim 1, wherein card games are repeatedly played for a
2 predetermined amount of time.
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- 4 10. A method according to claim 1, wherein card games are repeatedly played for a fixed
5 number of rounds.
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- 7 11. A method according to claim 1, wherein the card game is blackjack.
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- 9 12. A game system for playing a card game in a tournament setting comprising:
10 a) a plurality of individual players;
11 b) a host server connected to each of the players over a network;
12 c) a tournament module in said host server to divide the players into tournament
13 groups, and provide a table designation and table position to each player, each
14 table position corresponding to a tournament group;
15 d) a dealing module in said host server to provide the same cards to each player with
16 the same table position;
17 e) a monitoring module in said host server to track the gameplay at each table;
18 f) a ranking module in said host server to compare the performance of players
19 within each tournament group.
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- 21 13. A game system according to claim 12 wherein the card game is poker.
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- 23 14. A game system according to claim 13, wherein the performance of players is determined
24 by the amount of money they have at the end of the card game.
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- 26 15. A game system according to claim 12, wherein players are ranked based on previous play
27 prior to being assigned to tables to obtain an even distribution of skilled players.
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- 1 16. A game system according to claim 12, wherein the like-ranked players from each
- 2 tournament group are reassigned to a common tournament group for another round of
- 3 play.
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- 5 17. A game system according to claim 12, wherein the card game includes a draw.
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- 7 18. A game system according to claim 17, wherein the draw uses a fixed number of cards.
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- 9 19. A game system according to claim 17, wherein cards used for the draw are preselected.
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- 11 20. A game system according to claim 12, wherein card games are repeatedly played for a
- 12 predetermined amount of time.
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- 14 21. A game system according to claim 12, wherein card games are repeatedly played for a
- 15 fixed number of rounds.
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- 17 22. A game system according to claim 12, wherein the card game is blackjack.
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